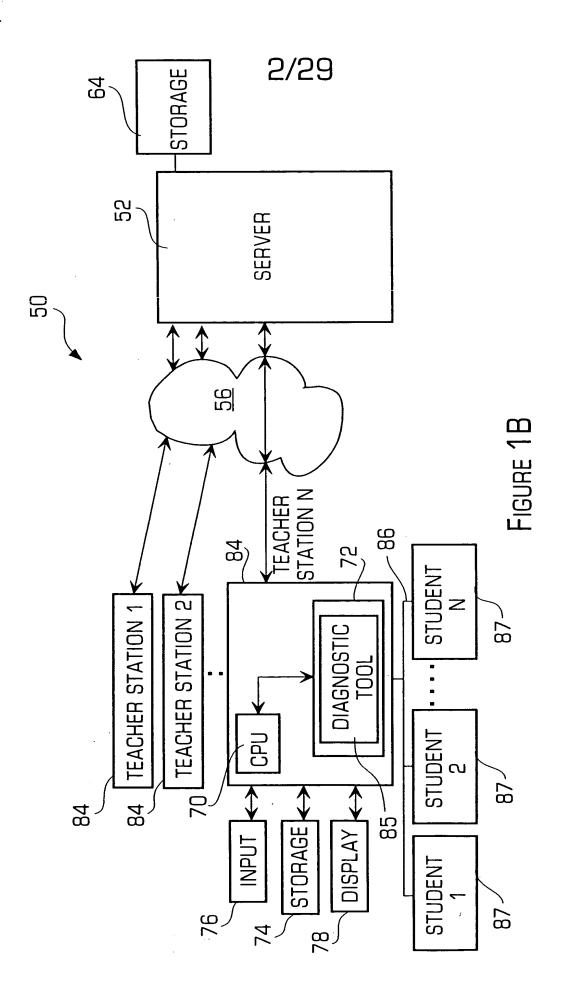
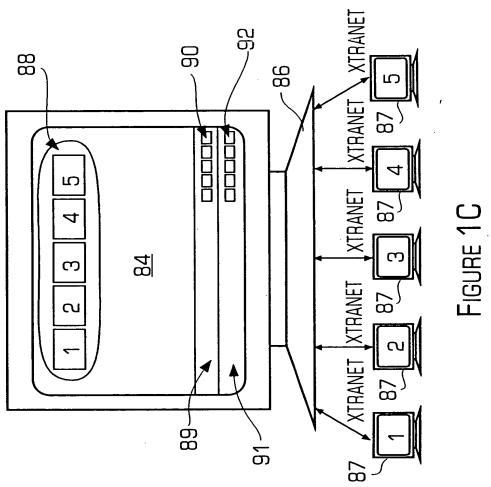


FIGURE 1A





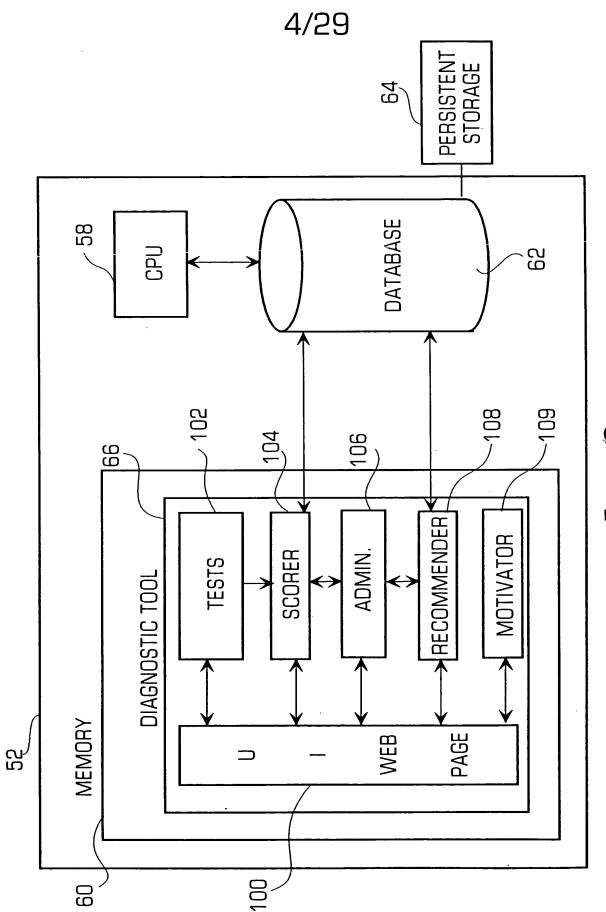
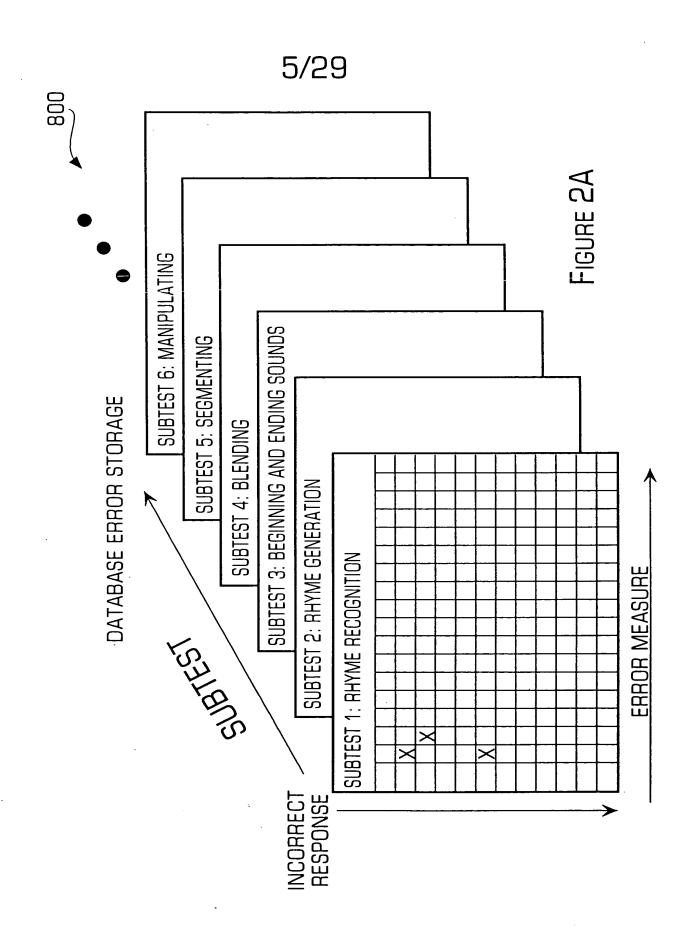
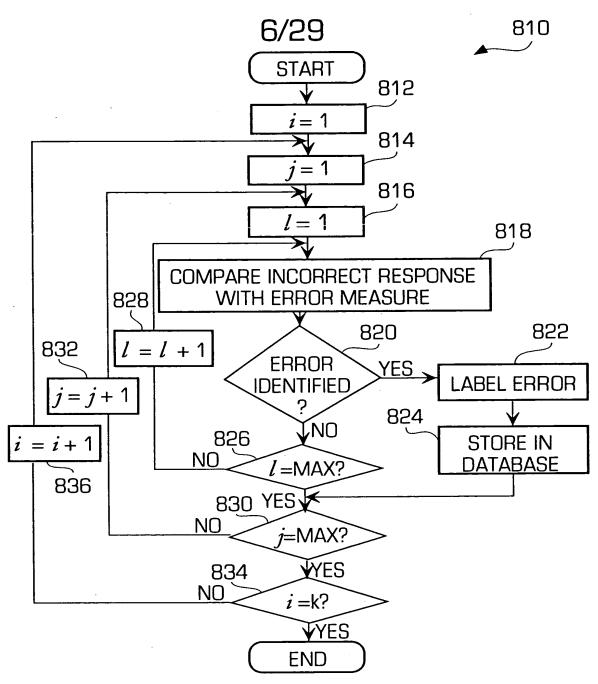


Figure 2





 $(ST)_i$ : SUBTEST; i = 1...k

(IR)ij: INCORRECT RESPONSE; ij = 1.1, 1.2, ..., 1.MAX., ...K.1, K.2, ..., K.MAX. (<math>j=1 ...MAX.)

 $(EM)_i l$ : ERROR MEASURE; i l = 1.1, 1.2, ..., 1.MAX, ...K.1, K.2, ...,

K.MAX. (l = 1 ... MAX.

NOTE: MAX. FOR l IS DIFFERENT FROM MAX. FOR j.)

FIGURE 2B

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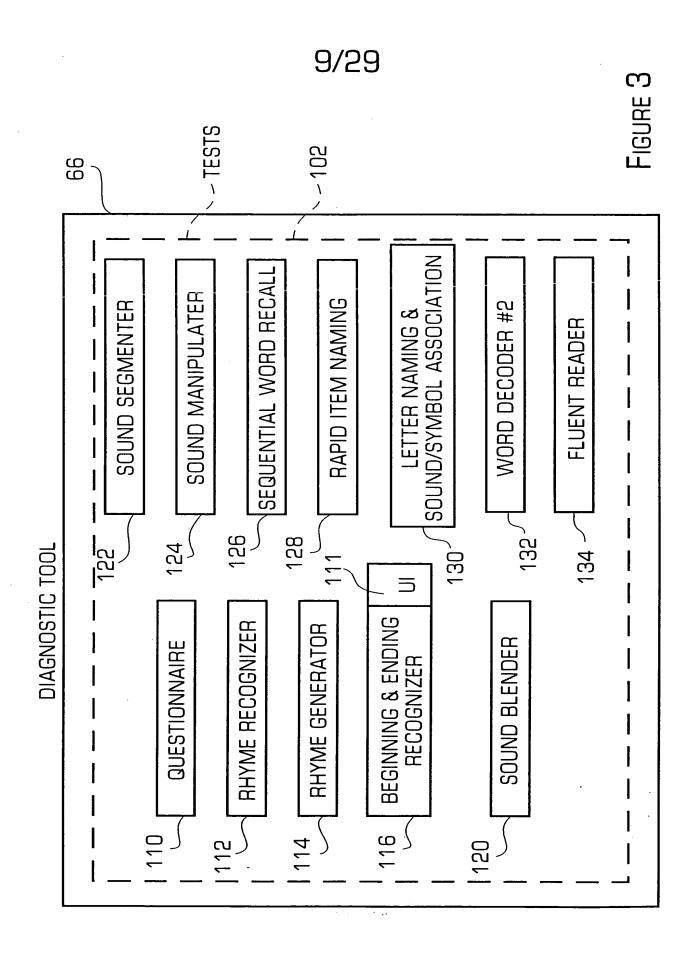
IF - THEN RULE BASES

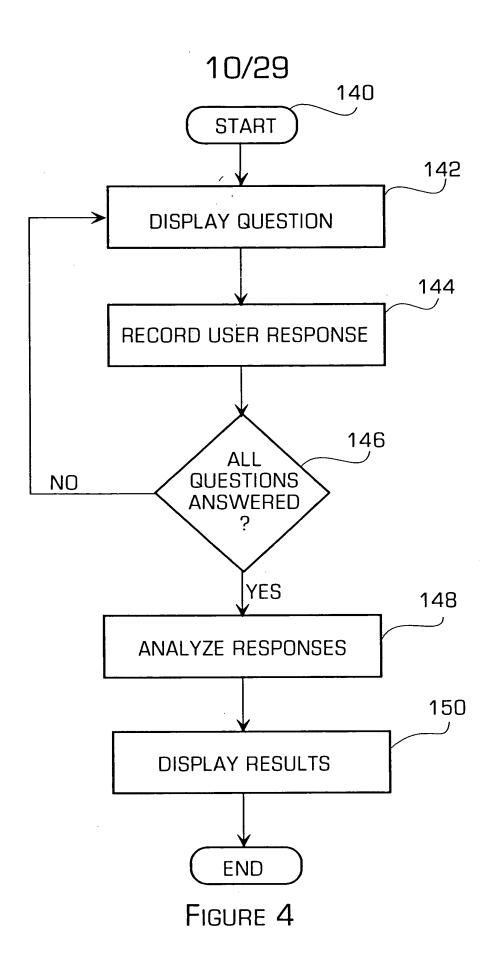
SUBTEST	ERROF	ERROR MEASURE	         			
1 BHYMF BECOGNITION	$\in$	(	(2)	(4)	:	Ē
2. RHYME GENERATION			0 0	(4)	:	- 6
3. BEGINNING AND ENDING SOUNDS	(C)	AULE 12 RULE	(9)	4	:	ПЗ
4. BLENDING	9	S) FILE	Ŕ	4	÷	n <sub>4</sub>
5. SEGMENTING	9	(5)	(6)	<b>(4)</b>	÷	П5
6. MANIPULATING	$\Theta$	(5)	(C)	<del>-</del>	÷	n <sub>6</sub>
7. RECALLING IN SEQUENTIAL ORDER	0	(3)		4	i	n <sub>7</sub>
8. RAPID NAMING	$\Theta$	(2)	(6)	4		ПВ
9. LETTER NAMES AND SOUND	$\Theta$	(2) //	(0)	( <del>d</del> )	÷	Ng
10. DECODING	0	(2)	(ý	4	:	n <sub>10</sub>
11. FLUENT READING	$\odot$	(a)	(1)	4	:	n <sub>11</sub>

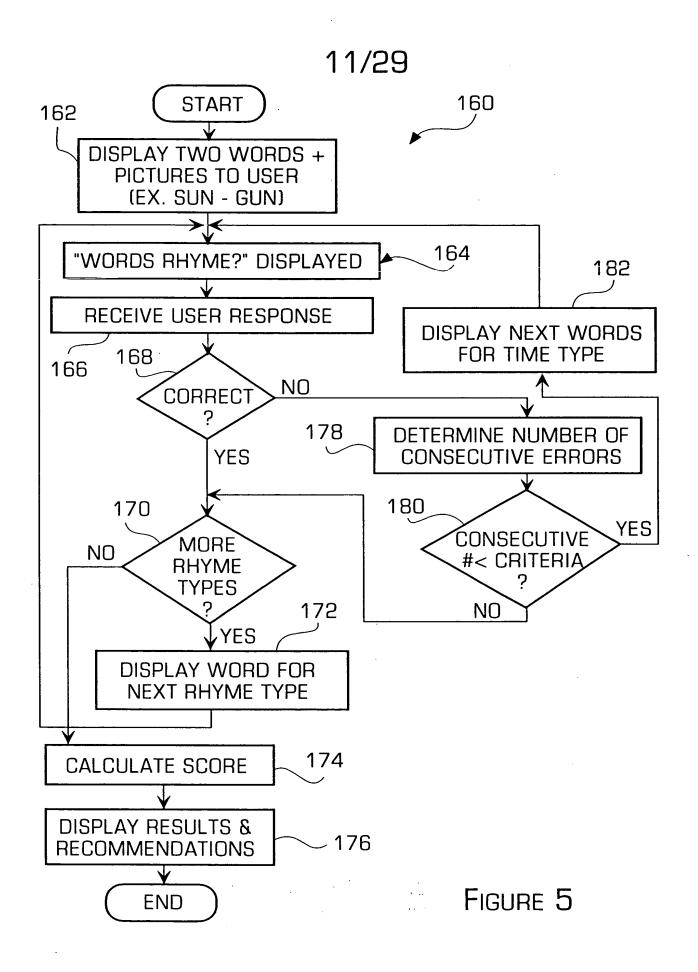
FIG. 2C

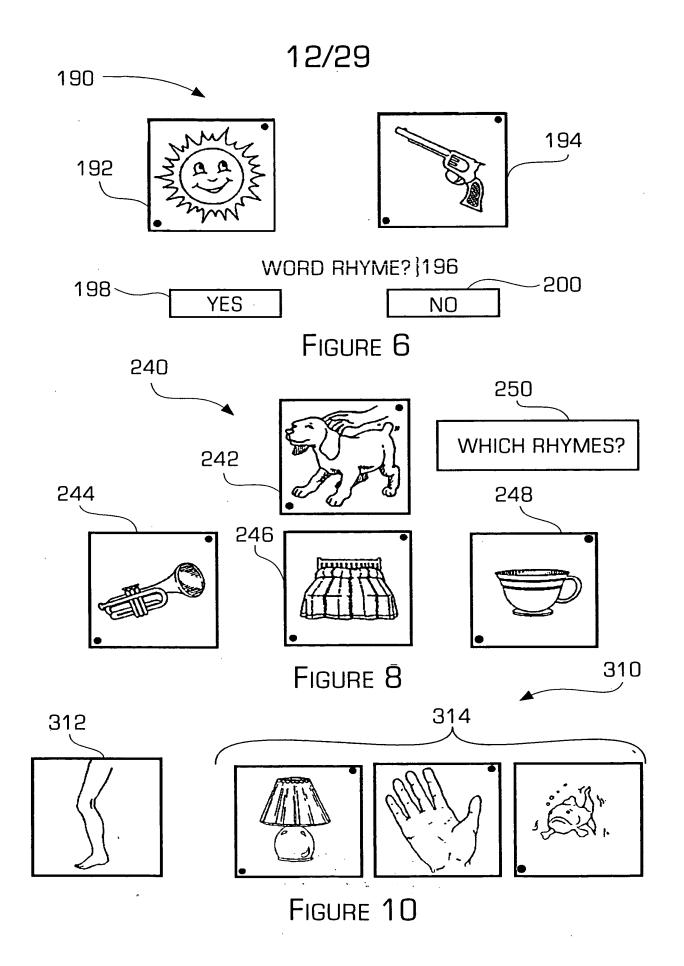
SUBTEST	ERROR MEASURE ID	ERROR MEASURE
3. BEGINNING AND ENDING SOUNDS	2	DO NOT RECOGNIZE /f/ WHEN IT IS AT THE END FOLLOWING AN /i/ SOUND
4. Blending	3	CAN NOT BLEND WHEN /f/ IS AT THE END FOLLOWING AN /e/ SOUND
5. SEGMENTING	4	DO NOT COUNT /f/ WHEN IT IS AT THE END FOLLOWING AN / ^/ SOUND
6. Manipulating	4	CAN NOT REPLACE /f/ WITH /v/ WHEN IT IS AT THE END FOLLOWING AN /e/ SOUND
7. RECALLING IN SEQUENTIAL ORDER	3	DO NOT RECALL /f/ WHEN IT IS AT THE END FOLLOWING ANOTHER CONSONANT.
9. LETTER NAMES AND SOUND	4	CAN NOT RECOGNIZE /f/ SOUND WHEN IT IS ISOLATED
10. DECODING	ದ	CANNOT RECOGNIZE THE NONSENSE WORD WHEN THE WORD ENDS WITH A /f/ SOUND WHICH FOLLOWS ANOTHER CONSONANT

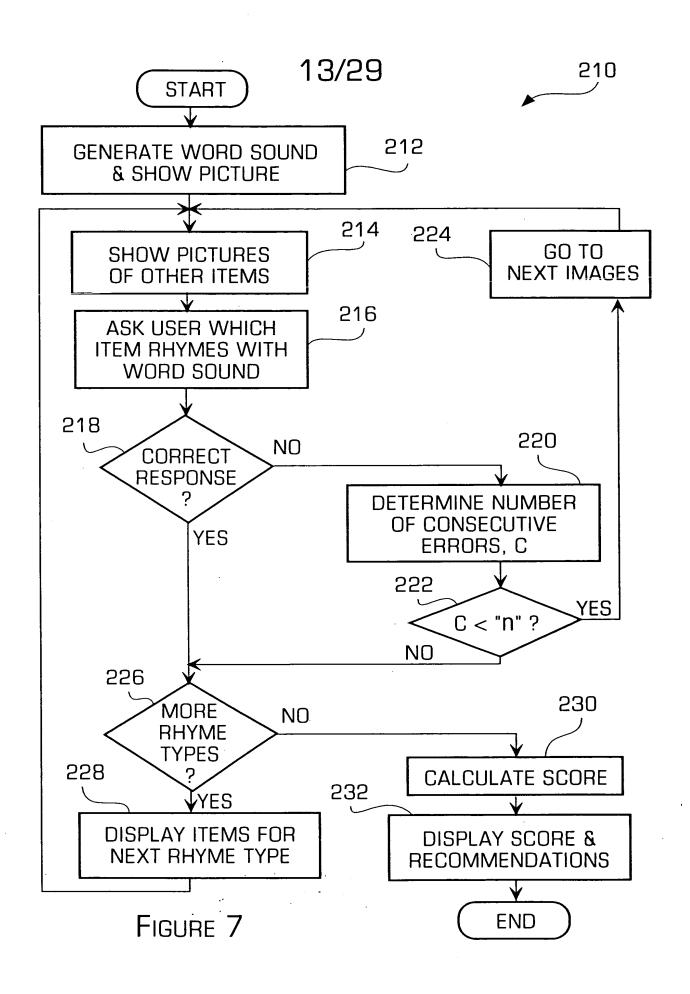
# FIGURE 2D

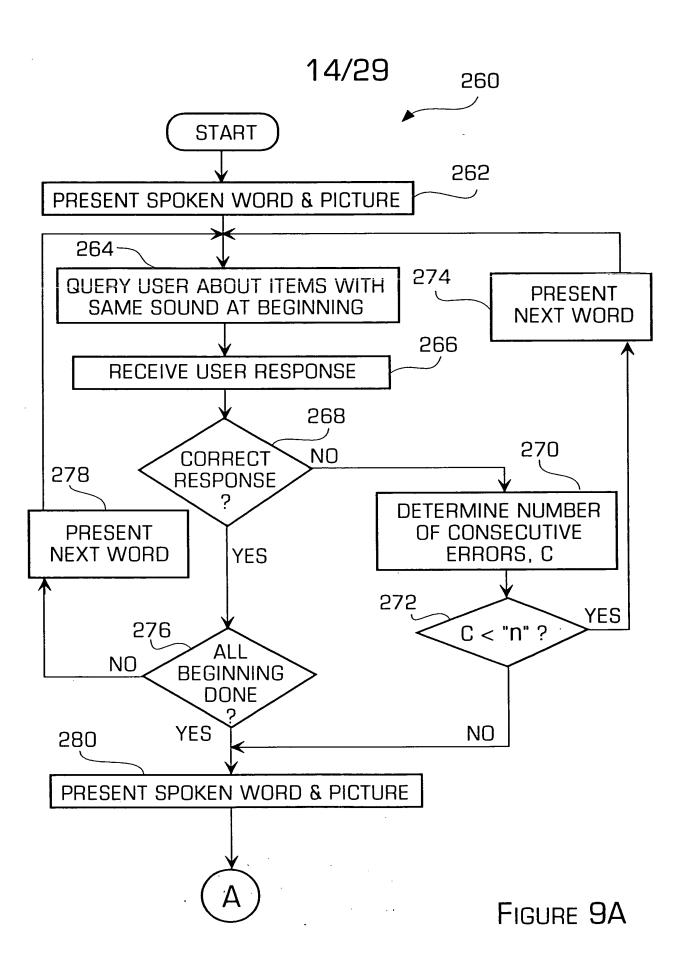


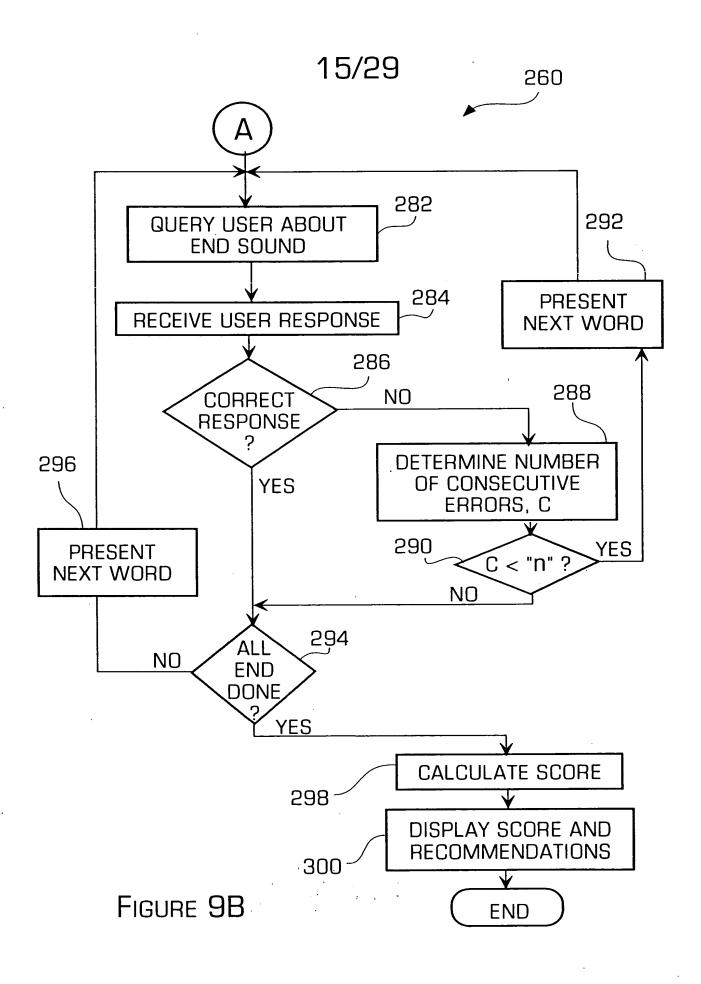


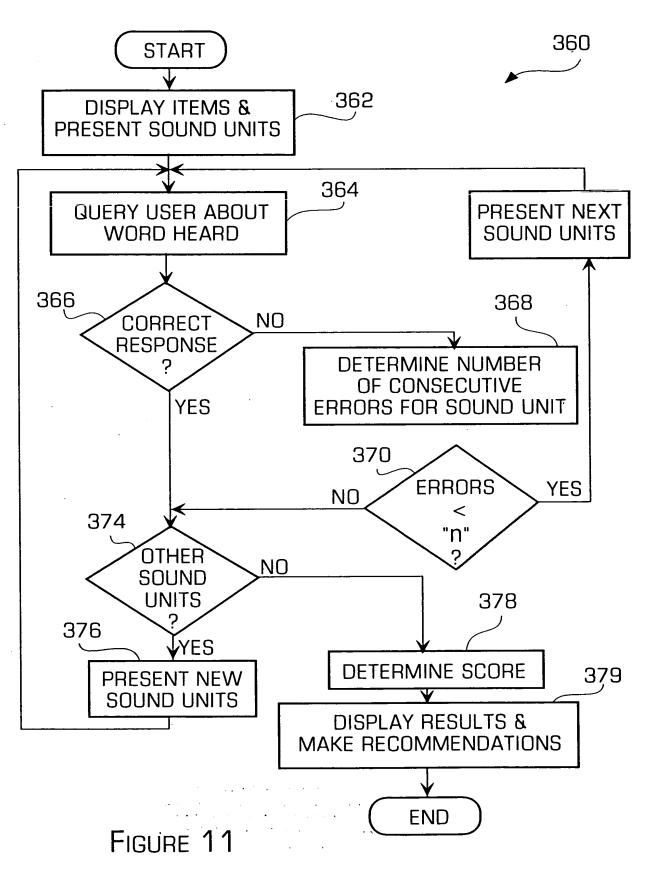












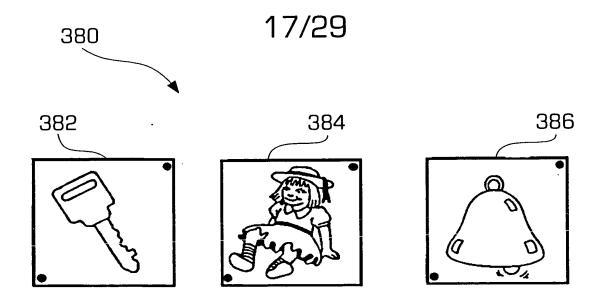


Figure 12

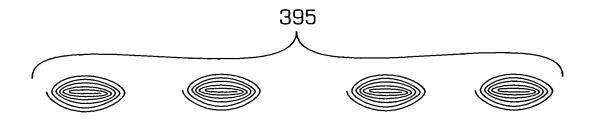
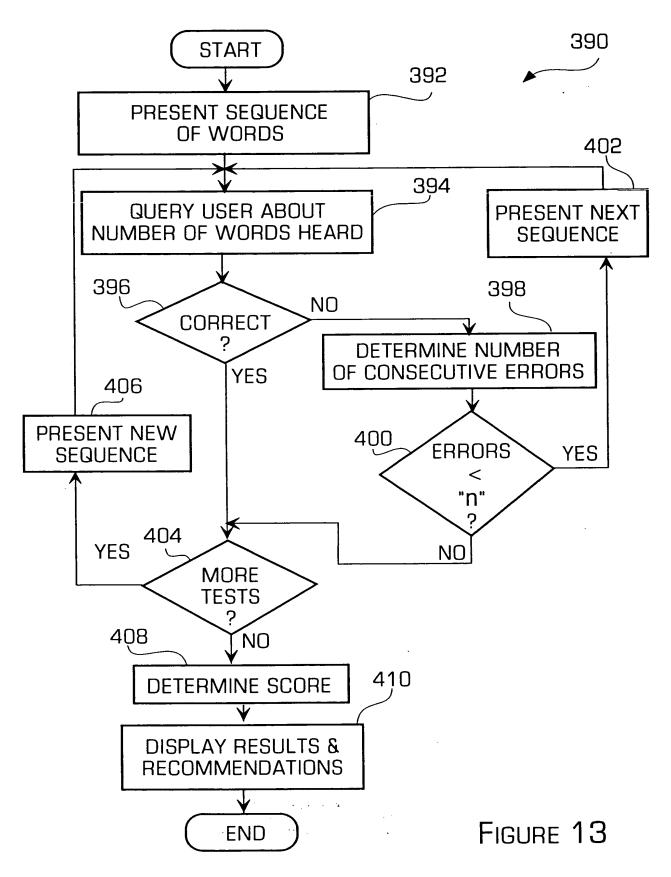
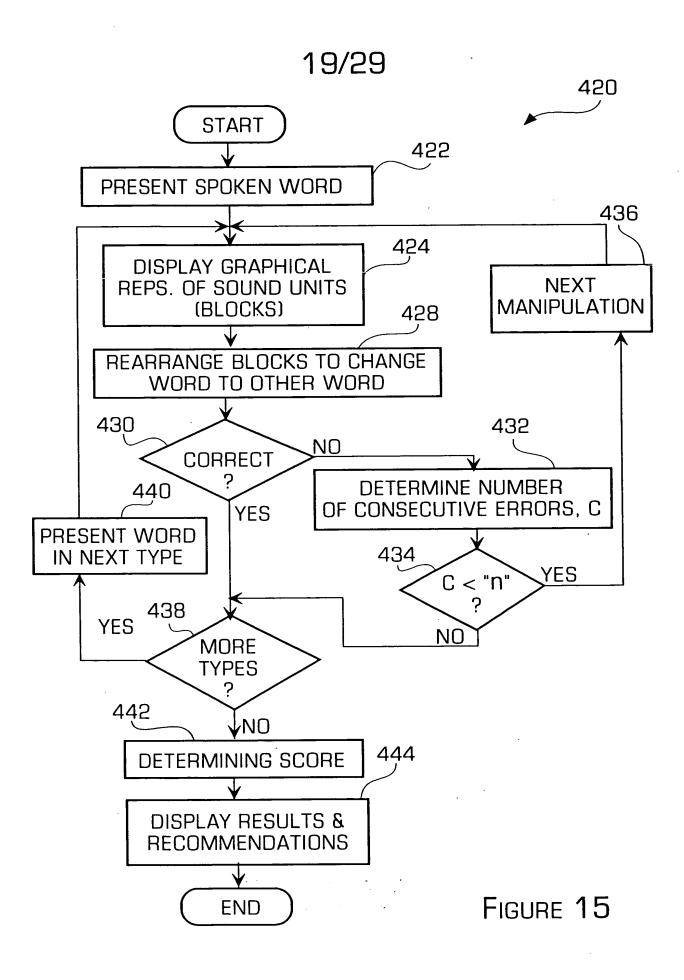


FIGURE 14







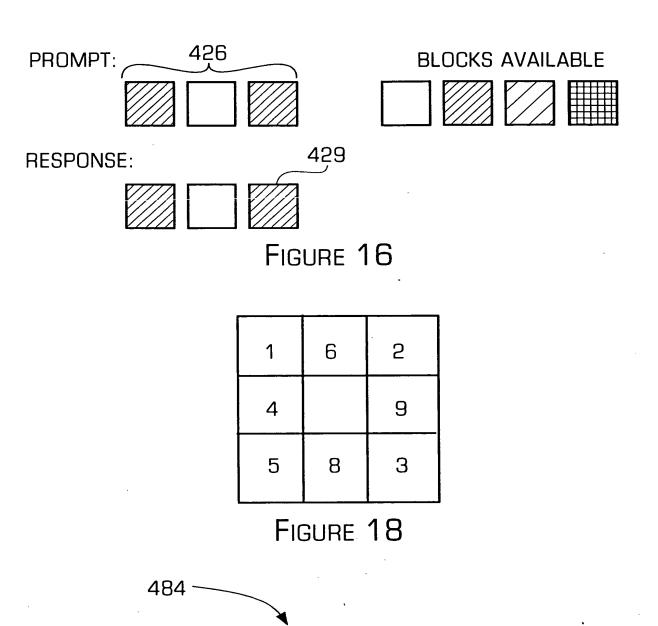
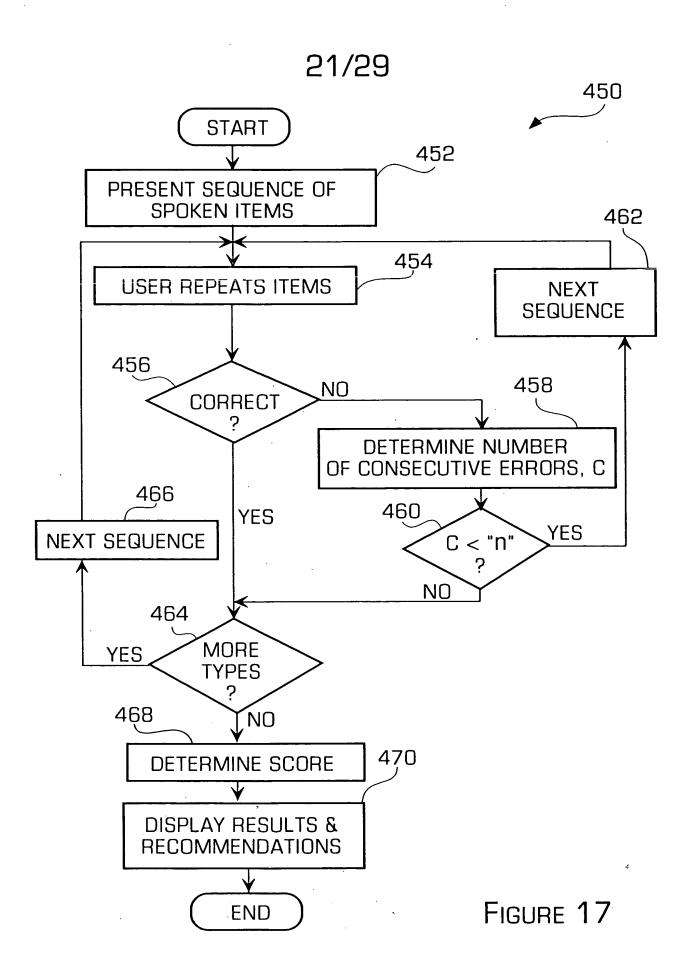
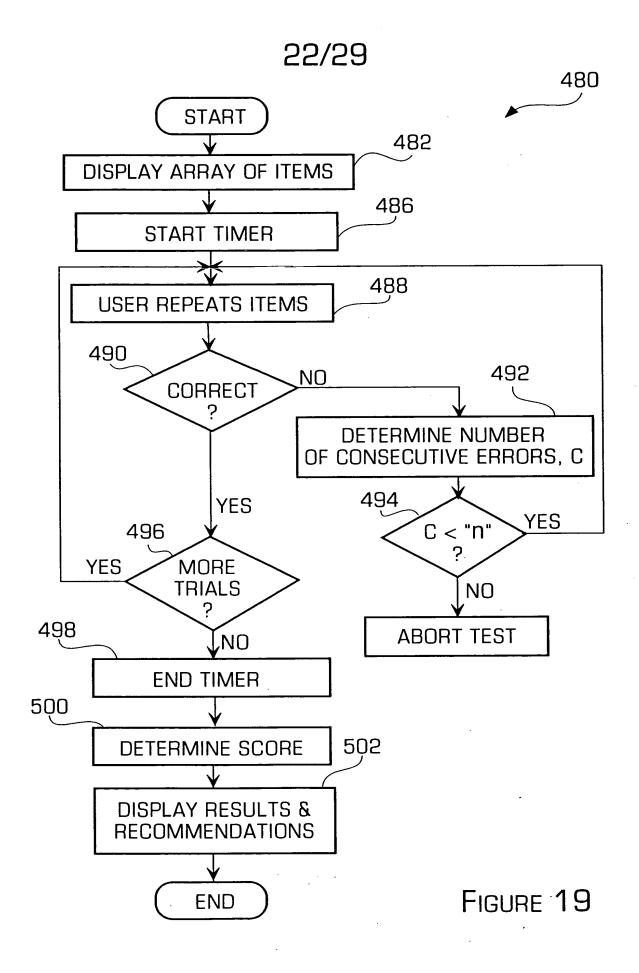
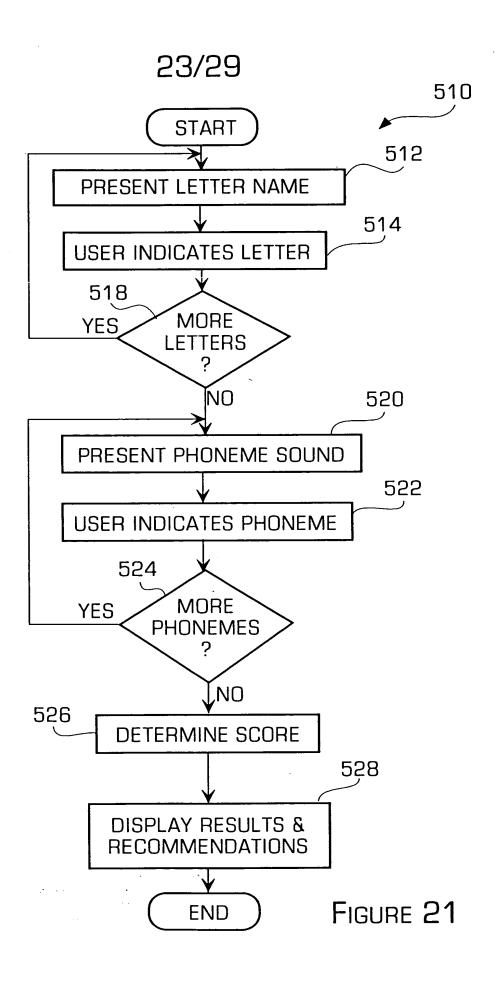
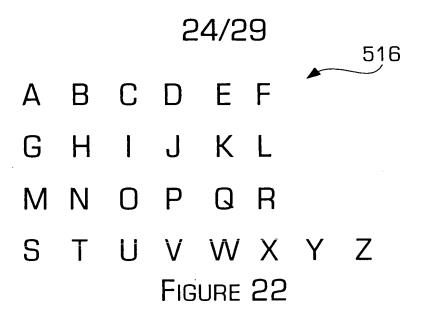


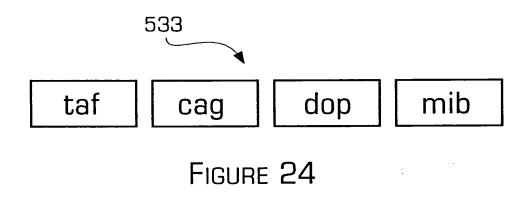
FIGURE 20











Does a dog have four legs?]564

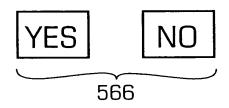
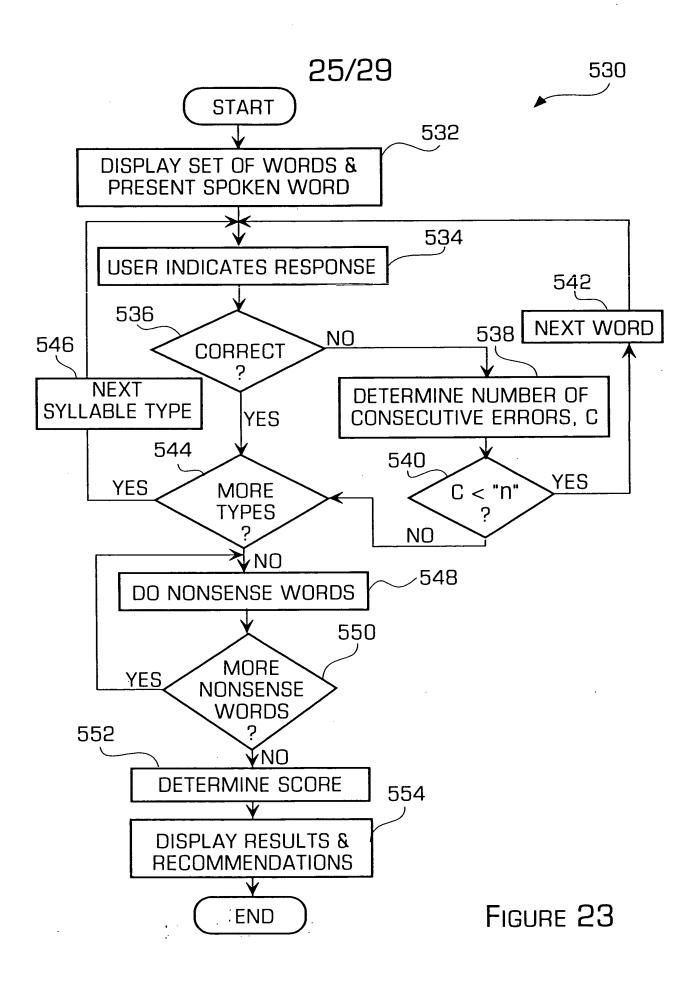
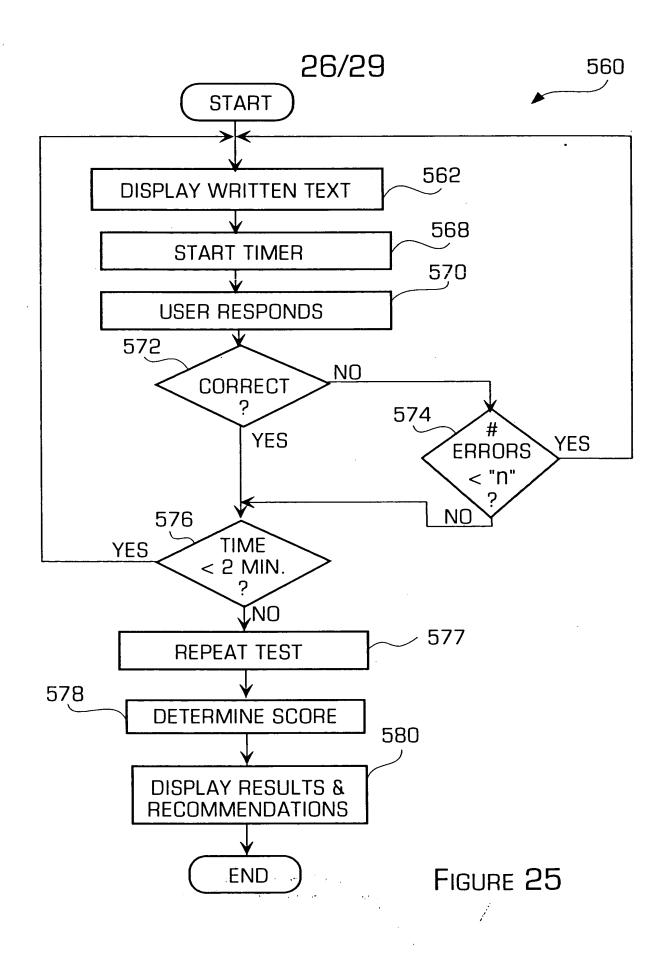


FIGURE 26





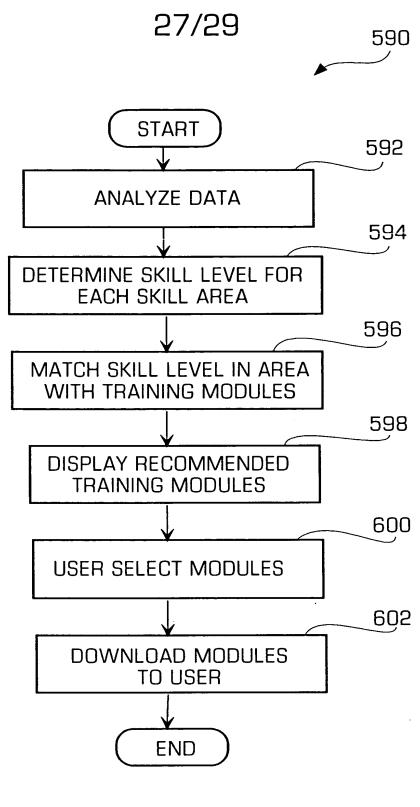
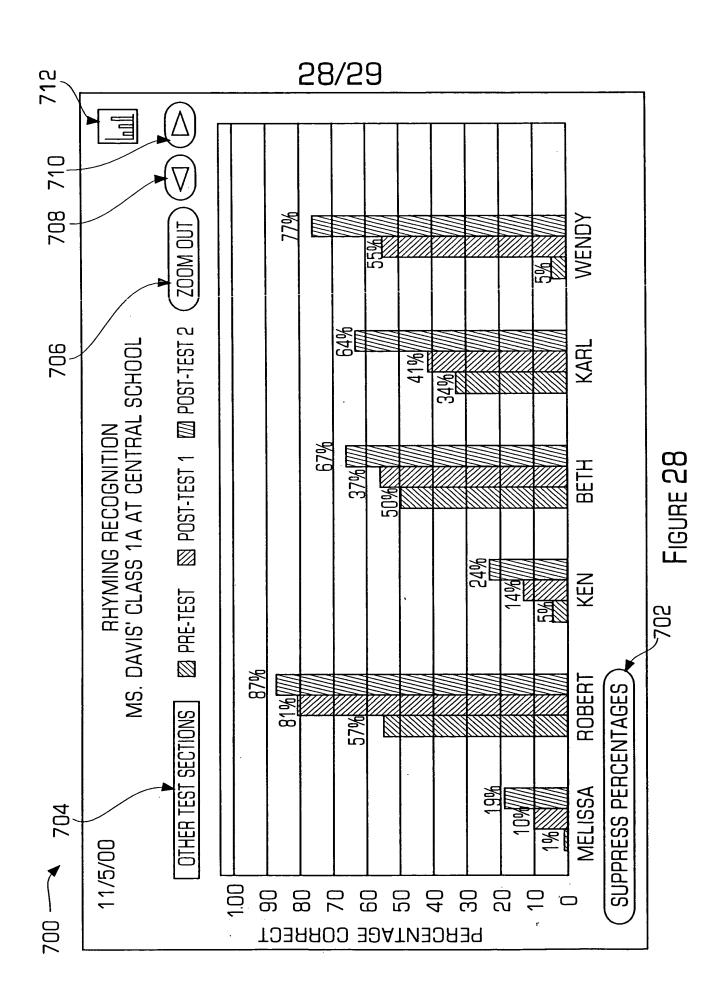


FIGURE 27



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RHYME RECOGNITION
RHYME GENERATION
BEGINNING AND ENDING SOUNDS
BLENDING
SEGMENTING
MANIPULATING
RECALLING IN SEQUENTIAL ORDER
RAPID NAMING
LETTER NAMES AND SOUND
DECODING
FLUENT READING

Figure 29

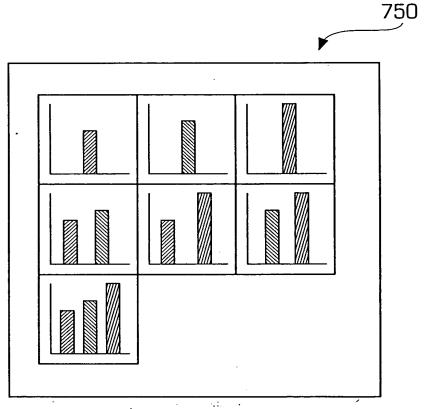


FIGURE 30